

Heroes of *Revenge of the Sith*

By Gary M. Sarli

This second in a series of articles on *Revenge of the Sith* describes some of the heroes that oppose the growing evil. (Previously, we covered the villains.) Below, you'll find full **Star Wars Roleplaying Game** statistics for Obi-Wan Kenobi, Yoda, Mace Windu, Bail Organa, Captain Antilles, Tarfful, and Chewbacca.

References: HG = *Hero's Guide*, PotJ = *Power of the Jedi Sourcebook*

Obi-Wan Kenobi, Jedi Master



General Kenobi, now a member of the Jedi Council, and his former Padawan, Anakin Skywalker, returned from the Outer Rim sieges to rescue Palpatine from General Grievous and Count Dooku. Later sent to hunt for Grievous on Utapau, Kenobi was unable to provide guidance to Anakin in his darkest hour -- and, after surviving his clone troopers' assassination attempt, he learned the terrible truth behind the massacre at the Jedi Temple. On Mustafar, the Master and his former student would cross blades -- but not for the last time.

Obi-Wan Kenobi: Male Human Jedi guardian 7/Jedi Master 5/Jedi investigator 2; Init +3 (+3 Dex); Defense 24 (+3 Dex, +11 class), 30 with Master Defense; Spd 10 m; VP/WP 119/14; Atk +17/+12/+7 melee* (5d8+3/18-20, lightsaber) or +16/+11/+6 ranged (by weapon); SQ contact, deflect (attack -3, defense +4, extend defense and attack), force secret (Affect Mind +1, Force Defense +1), target bonus +1; SV Fort +12, Ref +13, Will +12; SZ M; FP 9; Rep +4; Str 15, Dex 16, Con 14, Int 13, Wis 14, Cha 13.

Equipment: Lightsaber*, Jedi robes, utility belt.

*Obi-Wan Kenobi has constructed his own lightsaber.

Skills: Balance +8, Bluff +2, Craft (lightsaber) +6, Diplomacy +6, Gather Information +8, Jump +9, Knowledge (Jedi lore) +5, Pilot +9, Read/Write Basic, Repair +3, Ride +4, Search +4, Sense Motive +8, Speak Basic, Speak Shyriiwook, Tumble +8.

Force Skills: Affect Mind +11, Battlemind +8, Enhance Ability +7, Enhance Senses +6, Farseeing +4, Force Defense +6, Force Stealth +6, Force Strike +8, Move Object +7, See Force +8.

Feats: Combat Reflexes, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Critical (lightsaber), Low Profile, Weapon Finesse (lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons).

Force Feats: Alter, Burst of Speed, Control, Form III Mastery^{HG}, Knight Defense, Lightsaber Defense, Master Defense, Sense.

Yoda, Jedi Master



Over the past eight centuries, Yoda had guided hundreds of Jedi to knighthood. Over the past three years, he guided the order through the Clone Wars. In the last days of the Republic, he felt a terrible tremor in the Force as his fellow Jedi were betrayed by the treacherous clone troopers. Now, as he arrives in Palpatine's office, the greatest Force duel in over 1,000 years is about to take place, and the fate of the galaxy hangs in the balance.

Yoda: Male Jedi consular 7/Jedi Master 9/Jedi instructor^{PotJ} 4; Init +1 (+1 Dex); Defense 26 (+1 Dex, +14 class, +1 size); Spd 6 m; VP/WP 141/14; Atk +21/+16/+11/+6 melee* (2d6+5d8+1/18-20, short lightsaber) or +19/+14/+9/+4 ranged (by weapon); SQ block, deflect (attack -3, defense +3, extend defense and attack), force secret (Battlemind +1, Farseeing +1, Force Defense +1), inspire confidence +2; SV Fort +13, Ref +12, Will +19; SZ S; FP 15; Rep +10; Str 8, Dex 12, Con 14, Int 14, Wis 19, Cha 17.

Equipment: Short lightsaber*, Jedi robes, gimer stick cane.

* Yoda has constructed his own lightsaber.

Skills: Bluff +9, Computer Use +5, Craft (lightsaber) +6, Diplomacy +15, Hide +5, Intimidate +11, Knowledge (Coruscant) +4, Knowledge (Jedi lore) +14, Read/Write Basic, Sense Motive +7, Speak Basic, Speak Cerean, Speak Mon Calamarian, Speak Shyriiwook, Tumble +12.

Force Skills: Affect Mind +14, Battlemind +11, Empathy +10, Enhance Ability +12, Enhance Senses +8, Farseeing +19, Force Defense +12, Force Strike +12, Heal Another +10, Heal Self +10, Move Object +18, See Force +16, Telepathy +8.

Feats: Combat Reflexes, Exotic Weapon Proficiency (short lightsaber), Force-Sensitive, Heroic Surge, Improved Critical (short lightsaber), Persuasive, Weapon Finesse (short lightsaber), Weapon Focus (short lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons).

Force Feats: Alter, Control, Force Mastery, Form IV Mastery^{HG}, Knight Defense**, Lightsaber Defense**, Link, Master Defense**, Sense.

** Yoda gained these feats in his youth. He must use Enhance Ability to increase his Dexterity score to be able to gain the benefits of these feats (see below).

Enhance Ability stats: Yoda can fight much more efficiently if he uses Enhance Ability to improve his Dexterity score -- in fact, he can't use Lightsaber Defense, Knight Defense, or Master Defense at all unless he does so. See below for his stats after applying his Enhance Ability result (assuming he is wielding his short lightsaber in two hands):

15-19: Init +2; Defense 33; Atk +22/+17/+12/+7 melee (2d6+5d8+3/18-20, short lightsaber) or +20/+15/+10/+5 ranged (by weapon); Dex 14; Tumble +13.

20-24: Init +3; Defense 34; Atk +23/+18/+13/+8 melee (2d6+5d8+4/18-20, short lightsaber) or +21/+16/+11/+6 ranged (by weapon); Dex 16; Tumble +14.

25-29: Init +4; Defense 35; Atk +24/+19/+14/+9 melee (2d6+5d8+6/18-20, short lightsaber) or +22/+17/+12/+7 ranged (by weapon); Dex 18; Tumble +15.

30+: Init +5; Defense 36; Atk +25/+20/+15/+10 melee (2d6+5d8+7/18-20, short lightsaber) or +23/+18/+13/+8 ranged (by weapon); Dex 20; Tumble +16.

Mace Windu, Jedi Master



In the days before Grievous's attack on Coruscant, Mace Windu was closing in on the identity of Darth Sidious; however, the kidnapping of Palpatine made the trail turn cold. When Anakin Skywalker discovered that Palpatine *is* Sidious, Windu was quick to act. Soon after, his fellow Masters were cut down by Palpatine's blade. In the cold night wind of Coruscant, Mace Windu confronted the true face of evil, his fate in the hands of the Chosen One.

Mace Windu: Male Human Jedi guardian 5/Jedi weapon master^{PotJ} 7/Jedi Master 7; Init +2 (+2 Dex); Defense 25 (+2 Dex, +13 class), 29 with Knight Defense; Spd 10 m; VP/WP 149/15; Atk +23/+18/+13/+8 melee * (7d8+1/18-20, lightsaber) or +20/+15/+10/+5 melee (2d4+1/19-20, unarmed) or +21/+16/+11/+6 ranged (by weapon); SQ block, deflect (attack -3, defense +3, extend defense and attack), force secret (Battlemind +1, Force Strike +1, Heal Self +1); SV Fort +14, Ref +14, Will +15; SZ M; FP 12; Rep +9; Str 12, Dex 14, Con 15, Int 16, Wis 17, Cha 18.

Equipment: Lightsaber*, Jedi robes.

* Mace Windu has constructed his own lightsaber.

Skills: Bluff +9, Computer Use +5, Craft (lightsaber) +8, Diplomacy +13, Disguise +6, Intimidate +16, Jump +5, Knowledge (Coruscant) +8, Knowledge (Jedi lore) +16, Read/Write Basic, Speak Basic, Speak Huttese, Speak Ryl, Speak Shyriiwook, Tumble +12.

Force Skills: Affect Mind +13, Battlemind +16, Empathy +8, Enhance Ability +12, Enhance Senses +8, Farseeing +8, Force Defense +12, Force Grip +10, Force Stealth +6, Force Strike +15, Heal Self +7, Move Object +15, See Force +11, Telepathy +7.

Feats: Combat Expertise, Combat Reflexes, Dodge, Exotic Weapon Proficiency (lightsaber), Force-Sensitive, Improved Critical (Lightsaber), Improved Martial Arts, Martial Arts, Mobility, Spring Attack, Weapon Focus (Lightsaber), Weapons Group Proficiency (blaster pistols, simple weapons), Whirlwind Attack.

Force Feats: Alter, Burst of Speed, Control, Form VII Mastery^{HG}, Knight Defense, Lightsaber Defense, Sense.

Bail Organa

A friend of the Jedi and servant of democracy, Bail Organa had grown increasingly concerned over the Chancellor's ever-increasing executive powers, and he was quick to provide assistance to Yoda and Obi-Wan Kenobi after they were betrayed by their clone troopers. After he and his wife, Brea, adopted Padmé's daughter Leia, Bail Organa would play a pivotal role in the creation of the Rebel Alliance.

Bail Organa: Male Human noble 9; Init +0 (+0 Dex); Defense 15 (+0 Dex, +5 class); Spd 10 m; VP/WP 66/14; Atk +6/+1 melee (1d3, unarmed) or +6/+1 ranged (3d4 or DC 12 stun, sporting blaster); SQ coordinate +2, favor +5, inspire confidence, bonus class skill (Bluff), resource access; SV Fort +5, Ref +4, Will +7; SZ M; FP 2; Rep +8; Str 10, Dex 11, Con 14, Int 15, Wis 13, Cha 17.

Equipment: Sporting blaster, comlink, Senate identity tag, personal airspeeder, Corellian corvette (*Tantive IV*).

Skills: Appraise +5, Bluff +14, Computer Use +10, Diplomacy +20, Gather Information +11, Knowledge (Alderaan) +13, Knowledge (bureaucracy) +12, Knowledge (Coruscant) +10, Knowledge (Jedi lore) +4, Knowledge (politics) +16, Pilot +6, Read/Write Basic, Sense Motive +13, Speak Basic, Speak Gran, Speak Mon Calamarian.

Feats: Fame, Influence, Persuasive, Sharp-eyed, Skill Emphasis (Diplomacy, Knowledge [Politics]), Trustworthy, Weapons Group Proficiency (blaster pistols, simple weapons)

Captain Antilles



Captain of the *Tantive IV*, Raymus Antilles served both Bail Organa and his adopted daughter, Leia, as they fought against the Emperor's subjugation of the galaxy. His ship was home to R2-D2 and C-3PO off and on for the next 19 years until it was captured by Lord Vader's flagship, the *Devastator*, over Tatooine.

Captain Raymus Antilles: Adult Male Human Soldier 4/Noble 1/Officer 1; Init +6 (+2 Dex, +4 Improved Initiative); Defense 17 (+2 Dex, +5 class); Spd 10 m; VP/WP 58/14; Atk +4 melee (1d3, unarmed), +6 ranged (3d6 or DC 15, blaster pistol) or +4/+4 ranged (3d6 or DC 15 stun, blaster pistol with Rapid Shot) or +2/+2/+2 (3d6, blaster pistol with Rapid Shot and multifire); SQ favor +1, leadership, bonus class skill (Bluff); SV Fort +7, Ref +5, Will +4; SZ M; FP 1; Rep +3; Str 10, Dex 14, Con 14, Int 12, Wis 10, Cha 15.

Equipment: Blaster pistol, comlink.

Skills: Astrogate +10, Bluff +4, Computer Use +8, Diplomacy +9, Intimidate +9, Knowledge (Alderaan) +4, Knowledge (Tactics) +6, Pilot +11, Read/Write Basic, Repair +7, Sense Motive +7, Speak Basic, Speak Mon Calamarian.

Feats: Armor Proficiency (light), Improved Initiative, Multishot, Point Blank Shot, Precise Shot, Rapid Shot, Spacer, Starship Operation (capital ship), Weapon Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons).

Tarfful



Long-time leader of the city, Tarfful assumed the role of commander when Kachirho came under siege by Separatist forces. An old friend of Yoda, Tarfful remained loyal to the diminutive Jedi Master after the clone troopers betrayed him, helping him to flee from Kashyyyk in a hidden escape pod.

Tarfful: Male Wookiee soldier 9; Init −1 (−1 Dex); Defense 16 (−1 Dex, +7 class); Spd 10 m; VP/WP 92/16; Atk +10/+5 melee* (3d4+9/18-20, punch) or +8/+3 ranged (3d12, Kashyyyk long-gun); SQ extraordinary recuperation, Wookiee rage; SV Fort +9, Ref +2, Will +4; SZ M; FP 2; Rep +2; Str 20, Dex 8, Con 16, Int 10, Wis 12, Cha 12.

* Tarfful typically allocates 4 points to Power Attack (included in stat block).

Equipment: Kashyyyk long-gun.

Skills: Climb +10, Demolitions +6, Diplomacy +7, Intimidate +11, Jump +8, Knowledge (Kashyyyk) +6, Knowledge (tactics) +6, Read/Write Basic, Read/Write Shyriiwook, Speak Basic (understand only), Speak Shyriiwook.

Feats: Advanced Martial Arts, Armor Proficiency (light), Exotic Weapon Proficiency (long-gun, bowcaster), Improved Martial Arts, Martial Arts, Power Attack,

Weapons Group Proficiency (blaster pistols, blaster rifles, heavy weapons, simple weapons, vibro weapons), Wrruushi^{HG}, Wrruushi Expertise^{HG}, Wrruushi Mastery^{HG}.

Chewbacca of Kashyyyk



Long before he became the co-pilot of the *Millennium Falcon*, Chewbacca fought in the defense of Kachirho and helped design and build the escape pods that were to be used should they be overrun by the Separatists. His pathfinding skills were critical in eluding the treacherous clone troopers and guiding Yoda to safety.

Chewbacca: Male Wookiee scout 4/tech specialist 1; Init +2 (+2 Dex); Defense 15 (+2 Dex, +3 class); Spd 10 m; VP/WP 58/19; Atk +5 ranged (3d10/19-20, bowcaster) or +7 melee (1d3+4, unarmed); SQ extraordinary recuperation, heart +1, trailblazing, uncanny dodge (Dex bonus to Defense), Wookiee rage; SV Fort +6, Ref +5, Will +3; SZ M; FP 2; Rep +1; Str 19, Dex 15, Con 19, Int 12, Wis 10, Cha 10.

Equipment: Bowcaster, bandolier.

Skills: Astrogate +5, Computer Use +4, Demolitions +6, Disable Device +5, Intimidate +5, Knowledge (Kashyyyk) +3, Knowledge (wilderness lore) +3, Listen +5, Move Silently +4, Pilot +9, Read/Write Basic, Read/Write Shyriiwook, Repair +10, Search +5, Speak Basic (understand only), Speak Huttese (understand only), Speak Shyriiwook, Spot +3, Survival +5.

Feats: Exotic Weapon Proficiency (bowcaster), Power Attack, Skill Emphasis (Repair), Starship Operation (space transport), Weapons Group Proficiency (blaster pistols, blaster rifles, simple weapons).

New Weapon: Kashyyyk Long-Gun

Weapon Type: Long-gun

Proficiency Group: Exotic (long-gun)

Cost: 2,000

Damage: 3d12

Critical: 20

Range Increment: 10 m

Weight: 8 kg

Fort DC: --

Type: Energy

Multifire/Autofire: --

Size: Large

Hardness: 5

WP: 10

Break DC: 20

Availability: Specialized, restricted

Era: Rise of the Empire, Rebellion

Special: This weapon fires 10 shots before meeting to be reloaded. It uses a 10-shot clip of ammunition (cost 150).

This weapon, devastating in stopping power, is used almost exclusively by the Wookiees of Kashyyyk. Its bronzium alloy barrel lacks sights or a scope, limiting it to relatively short-range fighting, much like a bowcaster. Because of the weapon's size, weight, and powerful recoil, you must have a Strength of 15 or greater to gain the Exotic Weapon Proficiency (long-gun) feat.